Macromedia Flash 8 User Guide

Flash CS3: The Missing ManualMacromedia Flash Professional 8ActionScript 2.0 Language Reference for Macromedia Flash 8Macromedia Flash 8 Revealed, Deluxe Education EditionFocal Easy Guide to Macromedia Flash 8Flash 8Understanding Macromedia Flash 8 ActionScript 2Macromedia Flash MX Developer's GuideFlash 8Macromedia Flash 8Extending Flash MX 2004Adobe Animate Classroom in a Book (2020 release)Learning Macromedia Flash 8 Module 1 (Introductory)Macromedia Flash 8 ActionScriptMacromedia Flash MX Developer's GuideStudent Guide Series - Macromedia Flash 8Macromedia Flash 8 For DummiesUnderstanding Macromedia Flash 8 ActionScript 2Flash 8Macromedia Flash for Windows and Macintosh 5 Visual QuickStart GuideFlash CS6: The Missing ManualMacromedia Flash 8 for Windows and MacintoshMacromedia Flash MX Professional 2004 for Server GeeksThe Complete Idiot's Guide to Macromedia Flash 5Macromedia Flash Professional 8 UnleashedMacromedia Flash 8 BibleMacromedia Flash 8Flash 8: The Missing ManualMacromedia Flash MX 2004Hands-On Guide to Flash VideoMacromedia Flash MX 2004 ActionScriptMacromedia Flash Animation & CartooningFlash CS4: The Missing ManualAnimating with Flash 8Using ActionScript 2.0 Components with Macromedia Flash 8Macromedia Flash 8 on DemandBuyer's GuideLearning ActionScript 2.0 for Macromedia Flash 8MACROMEDIA FLASH 5 ACTIONSCRIPT REFERENCE GUIDEDeveloping Extensions for Macromedia Flash 8

Flash CS3: The Missing Manual

Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash. We've designed it so that it's easy to annotate as you progress. Learning ActionScript 2.0 for Macromedia Flash 8 shows you how to write proper ActionScript syntax to create useful and interactive Flash applications. This book includes examples of object-oriented programming, and teaches you how to write custom classes for your Flash applications. Learning ActionScript 2.0 for Macromedia Flash 8 also includes numerous hands-on examples on how to apply expressive and interactive features to your files using ActionScript code, such as file upload, filter effects, scripted animation, and anti-alias text using the FlashType font rendering engine. In Learning Actionscript 2.0 for Macromedia Flash 8, learn how to: • Write proper ActionScript syntax using the fundamentals of the ActionScript language. • Use object-oriented programming techniques to build Flash applications. • Use ActionScript classes to add interactivity and expressive features to your Flash applications. • Use best practices and coding conventions to optimize, structure, and write consistent ActionScript.

Macromedia Flash Professional 8

Explores the concepts and theory of Flash MX, covering topics including ActionScript, XML, Web data, server-side development, offline multimedia, PHP, MySQL, and QuickTime.

ActionScript 2.0 Language Reference for Macromedia Flash 8

As part of the Revealed Series, this title offers comprehensive coverage of the recently announced Macromedia Flash 8.

Macromedia Flash 8 Revealed, Deluxe Education Edition

An improved script editor (with a visual interface), a revamped library interface, a new Undo feature, powerful run-time effects, breakthrough motion-graphics capabilities—these are just a few of the reasons Web designers are raving about the newest version of their favorite Web tool, Macromedia Flash 8. Whether you're a beginning user looking for a good introduction to the topic or a veteran user seeking a convenient update reference, you'll find what you need in this task-based guide. Using simple step-by-step instructions, straightforward language, loads of screen shots, and a plethora of readily accessible examples, author Katherine Ulrich shows you how to create engaging interactive content for the Web with Flash Basic 8 and Flash Professional 8. From basic vector graphics to animation with motion tweening and beyond, this inexpensive, easy-to-use guide promises to get you up to speed fast on the most important application in your design toolbox—Macromedia Flash 8.

Focal Easy Guide to Macromedia Flash 8

What began life as a simple Web animation tool has evolved into a powerful platform for Web application development—which means that if you're serious about developing for the Web, you need to get serious about learning Flash. With its breakthrough motion-graphics capabilities and powerful run-time effects, Flash 8 provides the tools, authoring power, and rich video capabilities you need to provide stunning interactive content. This Macromedia-certified guide provides the key to learning the basics of Flash 8. Through a series of hands-on projects, master trainer James English provides a firm foundation in everything Flash—from graphics, animation, and video to ActionScript fundamentals. Simple step-by-step instructions and tons of screenshots guide you through the process of creating buttons and links, drawing and animating in Flash, formatting text, adding video and sound, loading data, and more—in short, everything you need to develop sophisticated, professional-looking Web sites. A companion CD includes the lesson files needed to complete the book's projects as well as a trial version of the program itself.

Flash 8

Make the Web interactive with your own animations Liven up your Web site with graphics that move, buttons that light up, and more Flash is fun - and this book makes it easy whether you're using a Mac(r) or Windows(r). Fill letters with images, create buttons that glow or change color when you pass your mouse over them, play video and sound files, morph objects into different ones, and do dozens of other things to make your site flashier. Discover how to * Create animated text * Find sample Flash files * Explore links to additional information * Add sound and video * Build great user interfaces * Publish your Flash files

Understanding Macromedia Flash 8 ActionScript 2

Provides a variety of lessons on using Macromedia Flash 8, covering such topics as creating a banner, working with layers, creating symbols, making animations, adding text to a document, and using ActionScript.

Macromedia Flash MX Developer's Guide

Unlock the power of Flash and bring gorgeous animations to life onscreen. It's easy with Flash CS4: The Missing Manual. You'll start creating animations in the first chapter, and will learn to produce effective, well-planned visuals that get your message across. This entertaining new edition includes a complete primer on animation, a guided tour of the program's tools, lots of new illustrations, and more details on working with video. Beginners will learn to use the software in no time, and experienced Flash designers will improve their skills. Expanded and revised to cover the new version of Flash, every chapter in this book provides step-by-step tutorials to help you: Learn to draw objects, animate them, and integrate your own audio and video files Add interactivity, use special effects, learn morphing, and much more Check your work with the book's online example files and completed animations Discover new Flash toolkits and features such as Frameless Animation Use every timesaving aspect of Flash CS4, such as Library objects and Symbols Learn how to automate your drawings and animations with ActionScript 3.0 With this book, absolutely no programming is necessary to get started with Flash CS4. Flash CS4: The Missing Manual explains in jargon-free English exactly what you need to know to use Flash effectively, while avoiding common pitfalls, right from the start.

Flash 8

A guide to ActionScript 2.0 provides hands-on training through forty projects that demonstrate such tasks as using and manipulating data, connecting to Web services, creating a multi-chat application, and validating data.

Macromedia Flash 8

Presents step-by-step instruction for a variety of projects using Flash 8.

Extending Flash MX 2004

Flash™: Graphics, Animation & Interactivity provides a hands-on approach to learning the next version of Macromedia® Flash. Designed to help you understand in detail how Flash works, the exercises and examples contained on the CD, when combined with the written material, provide the best of both worlds, not just telling you how, but showing you as well. For the beginner, there are plenty of exercises that are designed to get you up to speed quickly while intermediate to advanced Flash users will find new exercises that demonstrate the latest features, as well as some complex examples worth digesting. The book includes chapters on graphic techniques, bitmap graphic integration, typography and text, symbols, libraries, sound, animation, interactive techniques, as well as Flash's internal scripting

language, ActionScript.

Adobe Animate Classroom in a Book (2020 release)

The ActionScript 2.0 Language Reference for Macromedia Flash 8 is a comprehensive reference manual that describes the application programming interface (API) for Macromedia Flash Player. It includes valuable syntax and usage information; descriptions of classes, functions, properties, and events; and code samples for every element in the ActionScript language.

Learning Macromedia Flash 8 Module 1 (Introductory)

* Learn the new, powerful features in the new release of Flash. Covers all new areas of extensibility: commands, tools, timeline effects, behaviors, and advanced topics. This book will allow you to streamline day-to-day development by showing you how to custom-build your own commands and tools. Plenty of useful examples are included throughout to demonstrate each area. * Two books in one: first part will actually get the person to understand and be able to use the Extensibility features, not just copy and paste the code in the book, but have a conceptual understanding of how it works and be able to create their own extensions. The second part of the book will be a complete reference guide, that one will want to keep around to look up commands, syntax, parameters, etc. * At this time, it's the only book covering the subject, and this book actually covers extensibility in both Flash MX 2004 and Flash MX Professional 2004. * The reference content and example files will be available from the book's companion site, www.flashextensibility.com – this site aims to be the premier site for designers and developers to go to for Flash extensibility material.

Macromedia Flash 8 ActionScript

Andrew Rapo and Alex Michael explain all the important programming concepts from a designer's point of view, making them completely accessible to non-programmers. Completely revised and rewritten this second edition will help you develop professional ActionScript 2 applications, and communicate knowledgably about current, Object Oriented ActionScript 2 techniques. Divided into four sections to take you from novice to professional results: * Flash Fundamentals: Introduces the Flash authoring environment and basic core Flash concepts. * ActionScript 2 Fundamentals: Explains basic programming concepts and terminology, and shows how ActionScript 2 classes are constructed and used. * Built-in Classes: Describes the built-in ActionScript classes that are available for use in applications, including the MovieClip class, Key class, Sound class, etc. * Using ActionScript to Build a Game: Describes the development process for creating a complex Flash application and presents commercial-quality game coding examples.

Macromedia Flash MX Developer's Guide

If you are looking for a fast, visual way to learn Macromedia Flash 8 and create your interactive website,Macromedia Flash 8 On Demand is the book you need. Step-by-step instructions with accompanying 4-color visuals mean you'll spend less

time reading and more time learning. You'll learn how you can easily integrate and add interactivity with tools, develop content using pre-built components and effectively improve authoring capabilities with custom extensions. The new features icon used throughout the book highlights what's new in Macromedia Flash 8 and a troubleshooting guide is included to help solve your most common problems. Also, the companion software shows you how to perform everyday tasks and helps you gain web authoring experience. LetMacromedia Flash 8 On Demand help you master Macromedia Flash 8.

Student Guide Series - Macromedia Flash 8

Featuring a color insert that documents the stages of the animation process, a definitive guide to Flash animation and cartooning covers every aspect of character creation and animation and provides an abundance of projects that explain concepts and practices. Original. (Intermediate)

Macromedia Flash 8 For Dummies

This guide provides a primer on animation, which helps you get comfortable with the Flash interface. It also covers advanced animations, including adding special effects and audio, video, and interactivity to your presentations. It shows how to use a dollop of ActionScript to customize your content.

Understanding Macromedia Flash 8 ActionScript 2

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate Classroom in a Book (2020 release) from Adobe Press. The 11 project-based step-by-step lessons in this book show users the key techniques for working in Animate. Adobe Animate provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and AI-driven lip syncing. Learn to create dynamic strokes with the new fluid brush, and work smarter with the revamped Timeline, Tools palette and Properties inspector. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. Classroom in a Book is the best-selling series of hands-on software training books designed to help you learn the features of Adobe software quickly and easily. Developed by the training experts at Adobe Systems, these books offer complete, self-paced lessons designed to fit your busy schedule and help you learn the features of Adobe software quickly and easily. The online companion files include all the necessary assets for students to complete the projects featured in each chapter as well as eBook updates when Adobe releases new features for Creative Cloud customers. And all buyers of the book get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes.

Flash 8

You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS6: The Missing Manual, you'll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

Macromedia Flash for Windows and Macintosh 5 Visual QuickStart Guide

The Hands-On Guide to Flash Video is a professional reference book written by industry experts that are currently helping professionals produce Web video and implement Flash Media Server. This book covers Flash Video production from soup to nuts, beginning with how to configure your camcorder and ending to advanced server techniques like bandwidth detection and FMS logging and reporting. Real word lessons from case studies of successful Flash Video deployments are also included. Supplemental files located at: www.flashvideobook.com By reading this book, you'll learn to: * Shoot high quality video for streaming * Choose the best encoder and encoding techniques for producing Flash Video * Deploy Flash Video via progressive download or via the Flash Media Server. * Create and light a compression friendly set * Deinterlace and preprocess your video prior to encoding * Choose encoding parameters like data rate, resolution and frame rate * Optimize encoding with Sorenson Squeeze, Flix Pro and the Adobe Flash Video Encoder * Shoot and produce chromakey video for alpha channel delivery * Customize a Flash player via skinning, and use Cue Points for navigation * Setup, install, and maintain Flash Media Server

Flash CS6: The Missing Manual

A guide to getting a quick start with Macromedia Flash 5 for Windows and Macintosh, with an easy reference-like format that lets the reader look up what they want to learn and get straight to work. Uses pictures to teach concepts instead of wordy explanations.

Macromedia Flash 8 for Windows and Macintosh

Whether you are a designer who hasn't yet used Flash, a professional animator who wants to create digital animation for the first time, or a Flash user who hasn't

yet made the most of the animation features this book will show you how to bring your ideas to life. Get to grips with Flash and bring inspiration to your work using Alex Michael's easy to understand approach, demonstrating a wide selection of animation styles from a range of artists, along with key tips and tricks from the professionals.

Macromedia Flash MX Professional 2004 for Server Geeks

Explores the concepts and theory of Flash MX, covering topics including ActionScript, XML, Web data, server-side development, offline multimedia, PHP, MySQL, and QuickTime.

The Complete Idiot's Guide to Macromedia Flash 5

Macromedia Flash Professional 8 Unleashed

Flash CS3 is the premier tool for creating web animations and interactive web sites, can be intimidating to learn. This entertaining reference tutorial provides a reader-friendly animation primer and a guided tour of all the program's tools and capabilities. Beginners will learn to use the software in no time, and experienced users will quickly take their skills to the next level. The book gives Flash users of all levels hands-on instructions to help them master: Special effects Morphing Adding audio and video Introducing interactivity And much more With Flash CS3: The Missing Manual you'll be able to turn an idea into a Flash animation, tutorial, or movie. This book will help you create online tutorials, training materials and full-blown presentations. It also teaches design principles throughout and helps you avoid elements that can distract or annoy an audience. This is the first new release of Flash since Adobe bought Macromedia, which means that it's the first version that will integrate easily with other Adobe products. It's a whole new ballgame when it comes to Flash, and Flash CS3: The Missing Manual offers you complete and objective coverage. It's the perfect companion to this powerful software.

Macromedia Flash 8 Bible

Macromedia Flash 8 adalah versi terbaru dari Flash. Sejak diakuisisi oleh Adobe, kemampuan dan fitur-fiturnya menjadi sangat dahsyat dan lengkap sehingga dapat digunakan untuk membuat berbagai macam aplikasi seperti animasi web, kartun, multimedia interaktif, sampai aplikasi untuk ponsel. Selain itu, Flash 8 juga kompatibel dengan software-software desain dan animasi lainnya.

Macromedia Flash 8

Showcases the computer animation program's newly designed interface while explaining how to build interactive Web sites using innovative graphics, text, and animated images.

Flash 8: The Missing Manual

"Almost anyone can create simple programs for a website or presentation by using Macromedia Flash 8. But add some ActionScript, and you kick it up a notch for easier object-oriented programming. Jobe Makar and Danny Patterson show you step by step how to translate real-life activities into ActionScript scripts that let you control every microsecond of your Flash program. The projects in this book teach you ActionScript techniques for building carefully customized Flash games, websites, and more." --Résumé de l'éditeur.

Macromedia Flash MX 2004

Hands-On Guide to Flash Video

Macromedia Flash MX 2004 ActionScript

Take advantage of Flash's increased in functionality and flexibility, and discover even greater creativity and brighter, more effective Web content. Get fascinating, thorough coverage of arguably the most exciting Web authoring tool ever created. Enjoy increased coverage of ActionScript, Flash's native programming language. Gain efficiency in using Flash tools. Animate your productions and publish Flash movies.

Macromedia Flash Animation & Cartooning

If you need to get to grips fast with creating interactive graphics and animation in Flash - then look no further! Whether you are a new user or a professional, this highly visual book is all you need to get up and running with the latest powerful upgrade - Macromedia Flash 8. Birgitta Hosea breaks down the software into its main components and offers simple, visual step-by-step instructions to explain the fundamental practical techniques you need to create finished projects. The accessible style and structure lets you dip in and out when working on a project, or work straight through to explore more of the program's capabilities and develop your skills. Written by a designer for designers The Focal Easy Guide to Macromedia Flash 8 offers a thorough coverage of the basic features of Flash, without going into in-depth coding with ActionScript. Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design. Her experience ranges from designing moving branding to art directing pop promos and short films. A Volume in The Focal Easy Guide Series. The Focal Easy Guide series: . Starting working with new software immediately regardless of your level . Achieve professional results, learn practical skills from industry experts . Focused, user-friendly coverage of the key tools you need to know

Flash CS4: The Missing Manual

Andrew Rapo and Alex Michael explain all the important programming concepts from a designer's point of view, making them completely accessible to non-programmers. Completely revised and rewritten this second edition will help you

develop professional ActionScript 2 applications, and communicate knowledgably about current, Object Oriented ActionScript 2 techniques. Divided into four sections to take you from novice to professional results: * Flash Fundamentals: Introduces the Flash authoring environment and basic core Flash concepts. * ActionScript 2 Fundamentals: Explains basic programming concepts and terminology, and shows how ActionScript 2 classes are constructed and used. * Built-in Classes: Describes the built-in ActionScript classes that are available for use in applications, including the MovieClip class, Key class, Sound class, etc. * Using ActionScript to Build a Game: Describes the development process for creating a complex Flash application and presents commercial-quality game coding examples.

Animating with Flash 8

Developing Extensions for Macromedia Flash 8describes how to build Flash JavaScript extensions to enhance the developer's experience while working in the Flash authoring environment. This book explains how each type of extension works and describes the JavaScript application programming interface (API) functions that Flash calls to implement the extension. InDeveloping Extensions for Macromedia Flash 8,learn how to: • Automate repetitive tasks • Add custom tools to the Tools panel • Add Timeline effects • Add, remove, and modify filters that are applied to objects on the Stage • Manage Flash project files • Access, modify, and delete files and folders on the local file system Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash. We've designed it so that it's easy to annotate as you progress.

Using ActionScript 2.0 Components with Macromedia Flash 8

Macromedia's Flash 8 is the world's premier program for adding animation to websites. And with the latest version, this popular program becomes more versatile, letting beginning webmasters and expert developers alike create sophisticated web content. But Flash isn't intuitive. And it doesn't come with a manual. Whether you want to learn the basics or unleash the program's true power, Flash 8: The Missing Manual is the ideal instructor. This hands-on guide to today's hottest web design tool is aimed at nondevelopers, and it teaches you how to translate your ideas into great web content. It begins with a solid primer on animation, which helps you get comfortable with the Flash interface. Once you have these basics under your belt, Flash 8: The Missing Manual moves on to advanced animations, including adding special effects and audio, video, and interactivity to your presentations. When you're really feeling steady, the book shows how to use a dollop of ActionScript to customize your content. It then teaches you how to publish your Flash creations for web surfers everywhere to enjoy. Along the way, the book shows you good design principles and helps you avoid elements that can distract or annoy an audience. Author Emily Vander Veer has more than a dozen books to her credit, including titles on web design and scripting--most written for non-technical readers. Her background makes her the perfect author for a straightforward book on a complex subject. She takes Flash 8:

The Missing Manual from the basics to the advanced, yet avoids a hasty jump into tough topics that can leave readers confused. Not only will Flash 8: The Missing Manual help you turn a concept into unique, dynamic content, but it will continue to serve as a reference as you develop your website.

Macromedia Flash 8 on Demand

Written by two of the industry's top Flash experts, this new edition of the best-selling classic has been revised and enhanced to cover the very latest release of Macromedia Flash. User-friendly, yet in-depth this is the book that serves as an indispensable reference for anyone -- from the web novice to the accomplished web worker -- and functions as the perfect, real-world guide to the workings and capabilities of this powerful program. The accompanying CD-ROM includes trial software, custom components and finished examples. Totally enhanced and revised edition of the all-time Flash classic reference! Everything you need to know to learn and master the Macromedia Flash 8 -- the most comprehensive Flash reference available Includes a CD-ROM packed with files from the book and valuable tryouts. Co-author Robert Reinhardt is one of the two or three top stars in the Flash developer community, speaking regularly at FlashForward, the Macromedia User's Conference, WebTEK, Macromedia's traveling user seminars, and major universities. No other title matches this one in both comprehensiveness and author reputation. Includes expert tutorials from the world's leading Flash gurus Includes tips for integrating Flash with other programs Includes unpublished tricks, techniques and time-savers "When I'm planning the FlashBelt conference, Reinhardt is the first one I call. His knowledge reaches to the farthest corners of the software." -Dave Schroeder, Director, FlashBelt conferences; Owner, PilotVibe Music and Sound Design "Its range and depth make the Flash Bible a must-have for designers, developers and producers of Flash content." -- Matthew Carroll, designer, Wieden + Kennedy

Buyer's Guide

Components are "packaged" pieces of the Flash user interface, data integration tools, and media player that form the building blocks for building rich internet applications. They encapsulate complex functionality to make Flash development easier and more efficient, by letting developers reuse, share, and customize code. This book describes how to work with components and their supporting classes. In Using ActionScript Components with Macromedia Flash 8, learn how to: • Set component properties and parameters • Write functions to handle component "events," such as clicking, loading, and rollovers • Customize component appearance • Create your own components and distribute them to other developers and designers • Use supporting classes for managing component depth and focus, or to customize data, styles, transition effects, and Web services Includes the following books in the Macromedia online documentation: • Using Components • Components Language Reference Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash. We've designed it so that it's

easy to annotate as you progress.

Learning ActionScript 2.0 for Macromedia Flash 8

Why learn about Flash first and data integration later? This book teaches you both at the same time. Every example in this book includes both server-side and client-side code that work together to present your data in a rich and interactive fashion. The examples include scrolling interfaces, data collectors, animated bar charts, real-time data displays, and more. In each case, separate versions of the server-side code are provided for ColdFusion, ASP.NET, and Java developers. Next, the client-side code is presented and explained thoroughly, with extensive notes and cross-references to Macromedia's own documentation.

MACROMEDIA FLASH 5 ACTIONSCRIPT REFERENCE GUIDE

Presents self-guided tutorials on creating slide shows, audio presentations, animations, and media applications using Macromedia Flash Professional 8.

Developing Extensions for Macromedia Flash 8

Macromedia Flash is a key technology for designing and delivering low-bandwidth animations, presentations, and web sites. More recently it has become development environment, complete with scripting capabilities and server-side connectivity. Flash has the ability to easily integrate with, and add interactivity to, complex media types with powerful and intuitive tools. Developers can rapidly develop high performance, accessible content using pre-assembled building blocks and expand their authoring capabilities with custom extensions from independent developers. Macromedia Flash MX Unleashed covers these high-end topics, providing you with a solid and complete reference for building Flash websites and applications. Fundamentals are covered quickly in the first part of the book, with the majority of the content devoted to coverage of ActionScript and how Flash works with varied middleware. You'll also learn how to integrate Flash with several other technologies, including XML and PHP.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION